

Valsöl

DRL



CHARACTER NAME: Rogue/Ninja, RACE: Half-Elf(Drow), PLAYER NAME: Medium, GENDER: Male, ALIGNMENT: N, REGION: DEITY: EYES: HAIR:

Ability score table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP. SCORE, TEMP. MODIFIER. Rows include STR, DEX, CON, INT, WIS, CHA.

HP, AC, TOUCH, INITIATIVE, BASE ATTACK, WOUNDS, NON-LETHAL DAMAGE, SPEED. AC breakdown: 18 = 10 + 1 + 0 + 4 + 0 + 0 + 0 + 3.

Saving Throws table with columns: SAVING THROWS, TOTAL, BASE SAVE, ABILITY MODIFIER, MSC. BONUS, TEMP. MODIFIER. Rows include FORTITUDE, REFLEX, WILL, GRAPPLE.

CONDITIONAL MODIFIERS table with columns: #/N/A, #/N/A, #/N/A.

MELEE and RANGED attack bonus breakdowns. MELEE: +5 = 3 + 2 + 0 + 0. RANGED: +7 = 3 + 4 + 0 + 0.

SKILLS table with columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, MAX RANKS (+, RANKS, +), MSC. BONUS. Lists skills like Appraise, Balance, Bluff, etc.

ATTACK 1 table for Shuriken(Thrown) with columns: RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

ATTACK 2 table for Masterwork Kusari-gama with columns: RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

ATTACK 3 table for Masterwork rapier with columns: RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

ATTACK 4 table for Masterwork kukri with columns: RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

ATTACK 5 table for Sling with columns: RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

ATTACK 6 table for Masterwork Sleeve Blade with columns: RANGE, WEIGHT, TYPE, SIZE, SPECIAL PROPERTIES.

1 This skill can be used even if the character has zero skill ranks.
x This skill is a class skills for at least one of your classes.
* Armor check penalty, if any, applies. ** Double the armor check penalty.

